



THE  
ADVENTURE  
COMPANY

L.K. MYLON

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# SCHIZM™



M Y S T E R I O U S   J O U R N E Y

EVERYONE



CONTENT RATED BY  
ESRB

WINDOWS 95/98/ME/XP



## INTRODUCTION

### A FASCINATING MYSTERY

*You are about to embark on a great adventure.*

*It is the year 2083. Ten months ago, the first humans landed on Argilus. They found cities, towns, industrial installations - all deserted. Doors unlocked. Meals unfinished. Amazing machinery still working. But no people.*

*It was like finding the **Mary Celeste** on a planetary scale.\**

*Science teams were brought in and research bases were set up. Four months later, your supply ship has been sent to check on these bases. But when you hail them from orbit, there is no answer. The science teams, too, seem to have vanished.*

*Now your systems are failing and you and your crewmate have no choice but to abandon ship...*

***Schizm™: Mysterious Journey** is a thrilling adventure where you play both members of the Earth supply vessel Angel as you explore the fascinating landscape of a world filled with mystery and intrigue.*

**ONLY YOU CAN UNLOCK THE SECRET!**

**SCHIZM™**

MYSTERIOUS JOURNEY

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**SCHIZM™**

MYSTERIOUS JOURNEY

## MINIMUM SYSTEM REQUIREMENTS

### CD-ROM:

Windows 95/98/ME/XP  
Pentium® II 300 MHz  
32MB RAM  
12x CD-ROM Drive  
DirectX® Compatible Video and Sound Card

### DVD-ROM:

Windows 95/98/ME/XP  
Pentium® II 333 MHz  
32MB RAM  
2x DVD-ROM Drive  
DirectX® Compatible Video and Sound Card

**Important Note** - Please ensure your computer system has the latest Windows 95/98/ME/XP compatible drivers for the CD-ROM drive or the DVD-ROM drive, video card, sound card, and input devices and that your computer system meets the minimum system requirements as listed above.

## INSTALLATION INSTRUCTIONS

It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes screen savers and anti-virus software, which may interfere with the installation process.

1. Insert **Schizm** CD1 into your CD-ROM drive or **Schizm** DVD Side A into your DVD-ROM drive.
2. If the auto-run mode on your computer is active, the installation will start automatically when you insert the CD into the drive. Follow the on-screen instructions.

If the auto-run mode on your computer is disabled, input the following:

- a) At the Windows desktop, click on 'Start.'
- b) Select 'Run' and type the letter of your CD-ROM or DVD-ROM drive and setup.exe (i.e.: d:\setup.exe).

or

- a) Double-click on 'My Computer.'
- b) Double-click on the drive with the **Schizm** CD or DVD.
- c) If the game does not launch automatically, right-click to 'Open' the contents of the CD, and double-click on setup.exe.

3. Read and click to accept the End User License Agreement, then click 'Next' and follow the on-screen instructions.

4. The installation will automatically create a program icon group and a quick start on your windows start bar.
5. To launch the game, from the Windows desktop, select:  
Start-> Programs -> Schizm-> Schizm - mysterious journey
6. **Schizm - Mysterious Journey** requires DirectX® software to run, If you do not have DirectX®, you can download the most recent version from:  
<http://www.microsoft.com/directx>.

## UNINSTALL INSTRUCTIONS

To uninstall **Schizm - Mysterious Journey**, complete the following actions:

At the Windows desktop, select:

Start-> Programs -> Schizm > Uninstall Schizm - mysterious journey

Alternately, launch the game and at the Main Menu, select Uninstall. Follow the onscreen instructions.

Note: During the uninstall process, you must choose what to do with files added after installation – ie: saved games. If you wish to reinstall **Schizm - Mysterious Journey** at a later date and play from your saved games, select not to delete these files.

## MAIN MENU

After the introduction, the Main Menu will appear, where the following options are available:

**Continue Game:** To resume the game from the point where it was last ended. This option is not available the first time the game is played.

**New Game:** Begin a new game.

**Load Game:** Load a previously saved game.

**Settings:** Adjust the sound and music volumes by sliding the bars to the left or right. You may also select to have the volumes and subtitles on (checkmark) or off (X) during gameplay.

**Credits:** See the names of the people who helped make **Schizm - Mysterious Journey**.

**Uninstall:** Uninstall the game from your computer, by selecting this option.

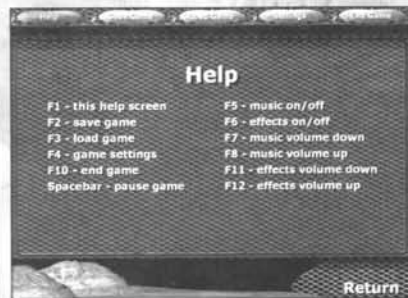
**Quit:** Quit out of the game.



## MENU BAR



During gameplay, to access the elements of the Menu Bar, move the mouse to the top of the screen. The Menu Bar will appear.



Help: Key stroke shortcuts

Save: Save your game in progress by clicking on an available slot. You may save over a previously saved game by clicking on that slot.



Load: Load a previously saved game by clicking on the saved game slot you wish to return to.

Settings: Adjust the sound and music volumes by sliding the bars to the left or right. You may also select to have the volumes and subtitles on (checkmark) or off (X) during gameplay.

End Game: Quits out of the game. Note: each time you quit out of the game, the location where you ended your game is automatically recorded. The next time you play *Schizm - Mysterious Journey*, the point where you left gameplay can be easily returned to, by selecting the Continue Game option from the Main Menu.

## GAMEPLAY & CURSOR DEFINITIONS

The gameplay in *Schizm - Mysterious Journey* is controlled by the mouse. Moving the mouse cursor on the screen, you will notice that the cursor will change, depending on the operation you can perform at that location at that given moment.

During gameplay, you may pan left and right at any location you have reached. Press and hold the left mouse button for a moment and the cursor will change shape. You will now be able to pan 360 degrees. Pan by dragging the mouse in the desired direction, while holding the left mouse button pressed.



At the bottom left corner of the screen there is an icon, which indicates at each stop you make, the directions you can pan in that location.

The meaning of the various cursors:



- No action is possible



- Pan left or right



- Direction in which to move your character



- Collect an inventory item



- Use an inventory item in gameplay



- Use an object, perform an action, etc.



- Gain a close-up view of the object



- Back-out of the close-up view

## INVENTORY

Situated below the gameplay screen is an inventory bar in which all the objects collected are stored.



During gameplay, the object necessary for use in that situation will become highlighted and will be used in gameplay automatically when the location where it can be used is indicated by the inventory cursor on the gameplay screen.

## TWO PLAYABLE CHARACTERS

### HANNA GRANT & SAM MAINEY

In the lower right corner of the gameplay screen, both characters are pictured. Clicking on this picture will allow you to switch between the two characters. The character in the forefront of the picture is the character currently active in gameplay.



Hint: you may find that you will need to switch back and forth between the two characters to solve a particular puzzle or two!

## SAVING YOUR GAME

We recommend you save your game often!

During gameplay, move the cursor to the top of the screen to access the Menu Bar. Select Save Game, and then click on an available slot to save your game.

You may save a new game over a previously saved game by clicking on the slot you wish to overwrite. You will receive a message box asking if you wish to overwrite that saved game. Select Yes and the slot will now have the new saved game location.

Click on Return to return to gameplay.

## LOADING A SAVED GAME

During gameplay, move the cursor to the top of the screen to access the Menu Bar. Select Load Game, and then click on the previously saved game you wish to load.

You will receive a message box asking if you wish to load that saved game. Select Yes and you will automatically return to that saved game location.

## \* THE MARY CELESTE

*On 4 December 1872, the 103-foot brigantine 'Mary Celeste' was discovered drifting abandoned in the Atlantic Ocean, 590 miles west of Gibraltar. The captain's log and the crew's personal effects were found on board. The cargo was intact. There was an unfinished letter on the mate's desk, the imprint of a child's head on a pillow on one of the bunks. To this day, although there are many theories and speculations, no one knows for certain what became of the captain, his family and the crew.*

## STORYLINE

*When the first humans landed on Argilus on June 24th, 2083, they found towns, cities, evidence of fascinating technology, but all abandoned, with clear signs that the inhabitants had only just departed.*

Doors were unlocked, meals unfinished. Amazing machinery was still working away. But no people. It was like discovering the 'Mary Celeste' on a planetary scale.

Earth Central wanted answers. The planet was classified 'Restricted' and was put under immediate quarantine. Experts were sent in. Three science teams, nearly a hundred of Earth's finest specialists, set up science and monitoring outposts at three promising locations: Base One at Bosh's Tunnels, under Dr. Angela Davies, Base Two at Symphony Harbor, under Dr. Gustav Tomlin, and Base Three at Rainbow Landing, under Dr. Frances Bremmer.

Because of a particularly active planetary magnetosphere, the surface teams found it impossible to contact Earth directly. Though able to make limited radio contact with one another, the constant electromagnetic interference in the atmosphere prevented messages being routed through the orbital beacon in the usual manner. At first, eager mission leaders could use shuttles to return to the orbiting expedition base ship, 'Tarquin' and broadcast from there, but twenty days after the expedition's arrival, 'Tarquin' fell silent and vanished from surface radar scans. It had either left the area or, an alarming prospect, had been destroyed in orbit. The teams on Argilus were effectively cut off from Earth.

That was just the beginning. Scientists began to go missing. One by one, wherever they were working, alone or in company, personnel at all three

bases started disappearing. Was it something they touched, some device they activated, some secret they discovered? No one could say. Every day, the survivors were faced with the nightmare of discovering who had vanished this time, and were left frantically, desperately, uselessly seeking answers.

Now, four months later, the mission supply ship 'Angel' approaches Argilus to make the first follow-up contact, but its crew, experienced xeno specialists Sam Mainey and Hannah Grant, can not raise any response from the planetary bases. There is no sign at all of the expedition base ship.

Knowing that communication from the surface is difficult, and following special ECS mission directives, Captain Mainey takes 'Angel' into a much closer orbit than usual, to where 'Angel's' enhanced com-systems should be able to raise someone. There's still no response. Bounceback signatures are positive. Com-systems seem to be online and operational, but no-one answers. It is as if the Earth science teams have simply vanished.

Sam and Hannah know what they must do. Given the circumstances, standard ECS procedure is to abort the landing, withdraw to a safe distance and await instructions. But the moment they try to pull back to where they can notify Earth of what has happened, 'Angel's' main systems fail. Communication and engines are out. Life support is falling to critical. The ship's orbit is beginning to decay.

*Sam Mainey and Hannah Grant have no choice but to use the life-pods and abandon ship, even though they have not yet received the classified 902 mission briefing they were meant to get once contact with the scientists had been made.*

*Though Sam and Hannah agree to rendezvous at Base One, and adjust their comp systems accordingly, weather and electromagnetic variables cause them to land quite some distance from each other, so their first exposure to the new world finds them on their own.*

*Hannah lands on a fascinating living ship adrift in the middle of the Great Northern Ocean, and Sam on one of a cluster of balloons floating high above one of the continents. Though their radio links are operational, they both quickly find that the atmospheric interference makes communication impossible. They set their links on record, both as a routine mission log for those back home and in case their missing crewmate can access the data later. Then, with no other choice, they begin exploring this strange new world.*

*With Sam and Hannah, you will experience every step of this fascinating journey of discovery, face their problems, share their successes and disappointments. With luck and skill, you will help unlock the ultimate mystery of Argilus...*